Listing of Claims:

1. (Currently Amended) A method of authorizing use of a card in a gaming machine located in a casino and collecting security data regarding activities occurring at or associated with an exterior and an interior of the gaming machine, the method comprising:

generating first facial image information regarding a person;

storing said first facial information on a card issued to said person;

reading said first facial image information stored on said card at said a gaming machine in said casino;

obtaining current facial image information of a person using said card at said gaming machine;

comparing said first facial image information stored on said card with said current facial image information of said person at said gaming machine using said card to confirm that the person using said card is the party to whom the card was issued; and

providing at least one image collection device for obtaining at least one image of an activity associated with accessing the interior of the gaming machine,

wherein the at least one image collection device is configured or designed to transmit the at least one image to ~~communicate with~~ at least one peripheral device of the gaming machine,

wherein the at least one peripheral device is associated with a communication link for communicating the at least one image ~~user interaction~~ with the at least one peripheral device to a remote location,

~~and where~~ wherein the at least one peripheral device is coupled to the at least one image collection device for automatic collection of the at least one image associated with accessing the interior of the gaming machine in response to interaction with the at least one peripheral device of the gaming machine, and

wherein the at least one image collection device is also for obtaining the at least one image of the activity associated with accessing the interior of the gaming machine as well as ~~simultaneously with the~~ obtaining of the current facial image information.

2. (Previously Presented) The method in accordance with claim 1 including transmitting said current facial image information of said person to a remote location in the event the current facial image information does not match the first facial image information.

3. (Previously Presented) The method in accordance with claim 1 wherein obtaining current facial image information comprises capturing said image information utilizing a camera mounted to said gaming machine.

4. (Original) The method in accordance with claim 3 wherein said gaming machine has a front which said person generally faces when playing games at said machine, said camera located at said front of said gaming machine.

5. (Previously Presented) The method in accordance with claim 1 wherein the generating of the first facial image information is performed with a camera generating analog data which is then converted to digital data.

6. (Previously Presented) The method in accordance with claim 1 wherein the obtaining of the current facial image information is performed using a camera disposed at said gaming machine and which generates analog data which is then converted into digital data so that the comparing of the first facial image information stored on said card with the current facial information is a comparison of digital data.

7. (Previously Presented) The method in accordance with claim 1 wherein the generating of said first facial image information is performed using a digital camera.

8. (Previously Presented) The method in accordance with claim 7 where said digital camera is located at a position remote from said gaming machine.

9. (Previously Presented) The method in accordance with claim 1 wherein the obtaining of said current facial image information is performed using a digital camera located at said gaming machine.

10. (Previously Presented) The method in accordance with claim 1 wherein the providing at least one image collection device for obtaining of at least one image associated with accessing the interior of the gaming machine is achieved by disposing a camera inside the machine.

11. (Previously Presented) The method in accordance with claim 10 wherein at least two cameras are disposed inside the gaming machine which produce simultaneous images of activities associated with accessing the interior of the gaming machine.

12. (Previously Presented) The method in accordance with claim 1 wherein the obtaining of current facial image information and the image of the activity associated with said person and the exterior of the gaming machine is performed using at least two cameras located on the exterior of the gaming machine.

13-16. (Cancelled)

17. (Previously Presented) The method in accordance with claim 1 wherein obtaining current facial image information comprises:

sensing a triggering event; and

in response to the triggering event, capturing said image information utilizing a camera mounted to said gaming machine.

18. (Previously Presented) The method in accordance with claim 17 wherein the triggering event is related to at least one peripheral of the gaming machine, other than the at least one peripheral that caused the triggering event.

19. (Previously Presented) The method in accordance with claim 17 wherein the triggering event is a result of a game operating on the gaming machine.

20. (Previously Presented) The method in accordance with claim 1 further comprising controlling the at least one image collection device by a gaming controller for the gaming machine, said gaming controller in communication with the at least one peripheral.

21. (Previously Presented) A method of authorizing use of a card in a gaming machine located in a casino and collecting security data regarding activities occurring at or associated with an exterior and an interior of the gaming machine, the method comprising:

sensing a triggering event at the gaming machine, the triggering event being generated by a person interacting with a peripheral of the gaming machine, the peripheral also being associated with a communication link to a remote location for communicating user interaction with the peripheral to the remote location, and the peripheral also being configured or designed to communicate with at least one image collection device;

in response to the triggering event, attempting to obtain current facial image information of a person using said card at said gaming machine via an image capturing device mounted externally on the gaming machine;

in response to obtaining current facial image information, comparing first facial image information stored on said card with said current facial image information of said person at said gaming machine using said card to confirm that the person using said card is the party to whom the card was issued; and

in response to not being able to obtain current facial image information, generating security data indicating an alarm condition for the gaming machine and communicating the security data to a remote location.

22. (Previously Presented) The method in accordance with claim 21 wherein generating the security data comprises assessing image data from a camera and analyzing the image data.

23. (Previously Presented) The method in accordance with claim 21 wherein the triggering event comprises inserting the card into the gaming machine.

24. (Currently Amended) A method of authorizing the use of a card in a gaming machine and collecting security data regarding activities occurring at or associated with both an exterior and an interior of the gaming machine, the method comprising:

in response to a user interacting with a peripheral coupled to a remote location through a communication link, generating first facial image information regarding the person;

storing the first facial image information on a card issued to the person;

reading the first facial image information stored on the card at a gaming machine located in a casino;

obtaining current facial image information of a person using the card at the gaming machine; ~~and~~

simultaneously obtaining at least one image of an activity associated with accessing the interior of the gaming machine with at least one image collection device that is configured or designed to communicate with the peripheral; and

comparing the first facial image information stored on the card with the current facial image information of the person using the card at the gaming machine to confirm that the person using the card is the party to whom the card was issued and further confirming that security within the interior of the gaming machine has not been breached.

25. (Previously Presented) The method in accordance of claim 24 wherein the obtaining of at least one image associated with accessing the interior of the gaming machine is performed with a camera disposed inside the machine.

26. (Previously Presented) The method in accordance with claim 24 wherein at least two cameras are disposed inside the gaming machine which produce simultaneous images of activities associated with accessing the interior of the gaming machine.

27. (Previously Presented) The method in accordance with claim 24 wherein the obtaining of current facial image information and the image of the activity associated with said person and the exterior of the gaming machine is performed using at least two cameras located on the exterior of the gaming machine.

28. (Currently Amended) A method of authorizing payout to a user using a gaming machine located in a casino, the method comprising:

in response to an initial trigger event occurring prior to or upon initiation of a game on the gaming machine, obtaining first facial image information regarding the user at the gaming machine;

in response to a second trigger event occurring during execution of the game on the gaming machine, obtaining second facial image information of the user at said gaming machine;

comparing said first facial image information with said second facial image information of said user at said gaming machine to confirm that the user using the gaming machine during the first trigger event is the same user using the gaming machine during the second trigger event, wherein the first trigger event is an insertion of a user card into a card reader on the gaming machine, and wherein obtaining the first facial image information comprises reading the first facial image information from the user card, and the wherein the second trigger event is a game initiated event, wherein the game initiated event is a game payout event;

confirming that the first facial image information matches the second facial image information; and

upon confirmation, importing player image data <u>for use in a future user verification procedure</u> on a payout ticket for the user.

29-31. (Cancelled)

32. (New) The method of claim 1, where in the peripheral device is selected from the group consisting of a player tracking device and a bill validation device.

33. (New) The method of claim 28, further comprising:

using the player image data to verify the user when the user presents the payout ticket for payment.